**CLAIMS**

1.     A method for creating a voice XML file automatically, comprising:

        providing a graphic user interface for defining a plurality of icons,

5      each of said icons corresponding to one or more attributes of voice XML;

        recording an action stream of a user invoking said icons in the graphic

user interface;  and

        interpreting said action stream based on a library of voice XML tags to

create the voice XML file.

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2.     The method according to claim 1, characterized in that said graphic

user interface comprises a graphic user interface for adding one or more

audio hyperlinks for a voice XML file automatically, wherein each icon,

defined in said graphic user interface, corresponds to a kind of hyperlink.

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3.     The method according to claim 2, wherein said adding hyperlinks

comprises adding the hyperlinks to a TTS voice XML file, and wherein said

adding comprises the user editing the TTS voice XML file in the edit area of

said graphic user interface, marking or entering the parts to be added with

20      the hyperlinks, invoking the corresponding icons and entering the

corresponding hyperlink addresses.

4.     The method according to claim 2, wherein said adding hyperlinks

comprises adding the hyperlinks to a real-time-recorded audio voice XML

25      stream, and wherein said adding comprises the user editing the TTS voice XML

file in the edit area of said graphic user interface, marking or entering the

parts to be added with the hyperlinks, invoking the corresponding icons and

entering the corresponding hyperlink addresses, and wherein speech

recognition technology is applied to find the parts in the real-time-recorded

30      audio voice XML stream that match the parts entered by the user when

interpreting said action stream based on a library of voice XML tags.

5.     The method according to claim 3, characterized in that when the user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole TTS voice XML stream are batch-added.

6.     The method according to claim 4, characterized in that when user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole real-time-recorded audio voice XML stream are batch-added.

7.     A system for creating voice XML file automatically, comprising:

a graphic user interface for defining a plurality of icons, wherein each of said icons corresponds to one or more attributes of voice XML;

a voice XML tag generator for interpreting said action stream based on a library of voice XML tags and generating the corresponding voice XML tags; and

a voice XML file generator for creating the voice XML file by combining the contents to be played with the tags generated by the voice XML tag generator according to voice XML syntax.

8.     A system according to claim 7, characterized in that said graphic user interface comprise a graphic user interface component for adding audio hyperlinks for VoiceXML file automatically, wherein each icon, defined in said graphic user interface, corresponds to a kind of hyperlink.

9.     A system according to claim 8, wherein said adding the hyperlinks comprises adding hyperlinks for a TTS voice XML stream, and wherein said adding comprises the user editing the TTS voice XML file in the edit area of

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said graphic user interface, marking or typing the parts to be added the hyperlinks, invoking the corresponding icons and typing the corresponding hyperlink addresses.

10.    A system according to claim 8, wherein said adding comprises adding the hyperlinks for real-time-recorded audio voice XML stream and wherein said system further comprises a speech recognition engine, said adding comprising the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or typing the parts to be added the hyperlinks, invoking the corresponding icons and typing the corresponding hyperlink addresses, and wherein said interpreting said action stream based on a library of voice XML tags further comprises said speech recognition engine finding the parts in the real-time-recorded audio Voice XML stream that match the parts entered by the user.

11.    A system according to claim 9, characterized in that when the user marks or enters the same parts to be added as hyperlinks in the edit area of the graphic user interface component for many times, and invokes the same hyperlinking attributes, said component adds the hyperlinks for the whole TTS voice XML stream.

12.    A system according to claim 10, characterized in that when user marks or enters the same parts to be added as hyperlinks in the edit area of the graphic user interface component for many times, and invokes the same hyperlinking attributes, said component adds the hyperlinks for the whole real-time-recorded audio voice XML stream.

13.    A program storage device readable by machine tangibly embodying a program of instructions executable by said machine to perform method steps for creating a voice XML file automatically, said method comprising the steps of:

providing a graphic user interface for defining a plurality of icons, each of said icons corresponds to one or more attributes of voice XML;

recording an action stream of a user invoking said icons in the graphic user interface; and

interpreting said action stream based on a library of voice XML tags to create the voice XML file.

14. The program storage device according to claim 13 wherein said method is characterized in that said graphic user interface comprises a graphic user interface for adding one or more audio hyperlinks for a voice XML file automatically, and wherein each icon, defined in said graphic user interface, corresponds to a kind of hyperlink.

15. The program storage device according to claim 14, wherein said adding hyperlinks comprises adding the hyperlinks to a TTS voice XML file, and wherein said adding comprises the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or entering the parts to be added with the hyperlinks, invoking the corresponding icons and entering the corresponding hyperlink addresses.

16. The program storage device according to claim 14, wherein said adding hyperlinks comprises adding the hyperlinks to a real-time-recorded audio voice XML stream, and wherein said adding comprises the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or entering the parts to be added with the hyperlinks, invoking the corresponding icons and entering the corresponding hyperlink addresses, and wherein speech recognition technology is applied to find the parts in the real-time-recorded audio voice XML stream that match the parts entered by the user when interpreting said action stream based on a library of voice XML tags.

17.    The program storage device according to claim 15, characterized in that when the user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole TTS voice XML stream are batch-added.

18.    The program storage device according to claim 16, characterized in that when user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole real-time-recorded audio voice XML stream are batch-added.